

ALLEGIANCE? ROLE? WHY NOT BOTH?

Foxes love to have it both ways and make things complicated, so you can use this playbook as your allegiance, your role, or both.

If it's your allegiance or your role:

- Apply the ring modifiers as normal.
- Take shapeshifter as your starting move from this playbook, and choose the other from your other playbook.
- Pick matériel and section from this or the other playbook as normal, but note that you always have to have the star ball described under the Matériel heading.
- Finally, use either the attachments or the recommended drive depending on whether it's your role or allegiance.

If it's both:

- Do the Rings section twice.
- Choose shapeshifter and one other move of your choice
- Use the matériel, section, and recommended drives listed under this playbook.

RULES QUICK REFERENCE

- Roles, p.155
- Allegiances, p.102
- Common moves, p.234
- Attachments, p.80
- Weapon moves, p.70

GAME TERM QUICK REFERENCE

- Advantage: roll three dice and ignore the single lowest result
- Disadvantage: roll three dice and ignore the single highest result
- Hold #: Receive a number of points you can expend to do something particular.
- +1 Forward: Receive a one-time bonus to a single specific kind of roll made in the future.
- +1 Ongoing: receive a permanent bonus when acting according to the specified circumstance.
- Mark XP: fill in one of the experience circles. If you fill in the fifth circle, erase them all and take an advancement

The Fox

狐 KITSUNE



The Fox

China calls you *húlījīng*, “fox spirit.” In Korea, you’re *gumiho*, “nine-tailed fox”—or you will be, when you grow up (if you ever grow up). But like every fox, you can transform into a beautiful human, or something between human and fox—though relatively few foxes bother with such things. What fascinates you about humans’ strange ambitions and bizarre customs? Perhaps you have sworn yourself to the service of Prince Inari, god of agriculture and industry. Perhaps your wicked heart urges you to bewitch humans for fun. So, fox, what do you say? The game’s about to begin, and you very much like games.

LOOK

Generate looks from the role whose appearance you try to mimic in your human guise.

RINGS

Add one to any two of earth, fire, or void. Subtract one from earth, water, fire, wind, or void.

MATÉRIEL: choose either these, or those from your other playbook

You have a short straight double-edged sword (*tsurugi*), and a whip. **Even if you don’t choose this option**, you also have a star ball, an onion-shaped white globe glowing faintly with foxfire. Unless it’s touching your body, your Void ring equals -3.

SECTION: choose either these, or those from your other playbook

Animal Friends: The beasts of the field, the birds of the air, the insects beneath the earth, et cetera. They will do what you want, but they’re not too smart, and they definitely can’t hold spears.

ATTACHMENTS: +1 Bond with whoever answers

- ➡ Whose secret do I know? What is it?
- ➡ Who is involved in one of my schemes?
- ➡ Whom do I love? Do they love me back? ... do they know?

SPECIAL MOVES

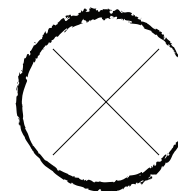
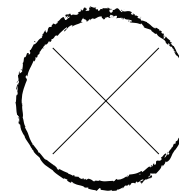
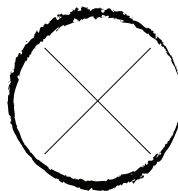
I have a cunning plan.

You always have one to three schemes, evil or otherwise, in play. Pick a goal for each one: someone cute you want to seduce, a treasure you want to steal, a clan you want to topple, etc.

Scheme #1 is ...

Scheme #2 is ...

Scheme #3 is ...



When you do one of the following in the process or service of pulling off your scheme, check it off and fill in a clock segment—with an X if it didn’t involve another PC, fully shaded in if it did.

- 🌀 sell a secret
- 🌀 ask for help
- 🌀 start or stop a fight
- 🌀 throw or crash a party
- 🌀 kiss someone dangerous
- 🌀 steal something precious
- 🌀 get wounded or captured
- 🌀 tell someone an ugly truth

- 🌀 get someone to cook for you
- 🌀 get someone reeeeeeally drunk
- 🌀 defend a sacred or unspoiled site
- 🌀 execute an enthralling performance
- 🌀 get someone to tell you they love you
- 🌀 show someone untrustworthy your tail
- 🌀 tell someone your true feelings for them
- 🌀 craft or help someone craft a fine artifact

When you bring the scheme to fruition, describe your decisive move. Erase all checks. Roll with however many relevant clock segments you’ve filled in. Add another 1 if at least half involved other PCs. On a 10+, it goes down just like you wanted. On a 7-9, it mostly, technically works; the GM will tell you what goes awry. On a miss, it fails irreparably; add 1 to your drive or your attachment to whomever you blame for it. In any case, clear that clock. Come up with a new scheme; you can’t attempt the same one again.

SPECIAL MOVES

空 What Sharp Teeth You Have

You may shift into a fourth form: a pony-sized, clawed, fanged monster. Decide now whether it's a giant fox (bi- or quadrupedal), serpent, or spider. In this form, you may roll with void to **ORDER THE TROOPS** fighting side-by-side with them or do **SINGLE COMBAT**. If you do, on a miss or 7-9, the GM may choose “your wild fury has caused harm to your own allies” as an option. If you fail a shift roll, the GM may choose either this or your other unintended form.

空 Trickster Spirit

You know some magic tricks. You may always manifest one foxfire, at will and without cost: a small, bobbing fireball which orbits you, no hotter than an iron teakettle. In half-human half-fox form, you can manifest one greater power at a time. Choose it from the list below and roll with void. It always works, but on a 7-9 you must choose one price from the list of prices or else forgo it; on a miss, two, or else forgo it.

Prices

- ☼ *the effect is either momentary or out of control, the GM will tell you which and how*
- ☼ *erase one segment of a game clock (see 1 HAVE A CUNNING PLAN)*
- ☼ *increase Play by 1 (if you're obsessed or otherwise can't, this isn't an option)*
- ☼ *you must first promise a service to Prince Inari or another god or spirit of the GM's choice.*

Greater Manifestations

- ☼ *Walk freely in others' dreams for one night, seeing what they see and affecting their dreams*
- ☼ *Enter a NPC's body to possess them until the sun sets or rises, a cleric exorcises you, or a dog bites you*
- ☼ *Curse a single NPC's vision with the illusions of your choice as long as they remain in your sight*
- ☼ *Turn into the plant of your choice for as long as you want*
- ☼ *Gain the power of flight or invisibility until the next time you are no longer in moonlight*
- ☼ *Cause a single field to bloom and thrive for the rest of the season, regardless of the weather*
- ☼ *Shroud yourself and your armaments in fire, which affect your clothes and the world around you like fire normally does, for the duration of one battle*



Foxy Content Warning

In folklore, animal tricksters, especially foxes, bewitch and seduce by nature. The fox can, too, but other players—especially strangers at conventions—may feel uncomfortable with you acting out flirting with their characters. Unless you clear it with the other player in advance, describe your fox's seduction in general terms, not in-character: “Kogorō waits in your tent with a bottle of your favorite shōchū, wearing something cute” or “Wakako flatters and flirts with your character, quoting Chinese poets” is enough. Even so, speak slowly enough that other players (even those not in the scene) get chances to use safety mechanics. These rules go for everyone, but especially for you.

The Fox

武士 KITSUNE

FEM NAMES

- | | |
|-------------|---------------|
| ▣ 藍子 Aiko | ▣ 千鶴子 Chizuko |
| ▣ 絵美子 Emiko | ▣ 逸子 Itsuko |
| ▣ 涼子 Ryōko | ▣ 和佳子 Wakako |

MASC NAMES

- | | |
|----------------|----------------|
| ▣ 小五郎 Kogorō | ▣ 伊周 Korechika |
| ▣ 耿之介 Kōnosuke | ▣ 大道寺 Korekiyo |
| ▣ 幸作 Kōsaku | ▣ 小太郎 Kotarō |

RINGS

Add one to any two of earth, fire, or void. Subtract one from earth, water, fire, wind, or void.

MATÉRIEL: *choose these, or those from your other playbook.* You have a short straight double-edged sword (tsurugi), and a whip. **Even if you don't choose this option,** you also have a star ball, an onion-shaped white globe glowing faintly with foxfire. Unless it's touching your body, your Void ring equals -3.

SECTION: *choose either these, or those from your other playbook*

- **Animal Friends** The beasts of the field, the birds of the air, the insects beneath the earth, et cetera will do what you want, but they're not too smart, and they definitely can't hold spears.

RECOMMENDED DRIVES

Loyalty or Play

COMMON MOVES

ENDURE 地水火風空

When you push yourself to act despite the hardship or danger you suffer, roll with...

- Earth if you trust in your equipment, resources, or material surroundings to help
- Water if you trust in your strength, dexterity, constitution, or physical training to help
- Fire if you trust in your social graces, friends, or followers to help
- Wind if you trust in your quick wits, sharp senses, or carefully laid plans to help
- Void if you trust in lies, stealth, magic, or spirits to help

On a hit, you may take action despite the adversity you suffer. On a 7-9 the GM also chooses one:

- You lose hold or track of something you're carrying or minding in the process
- You emerge scathed and fearful: increase a relevant Attachment, perhaps Self, by one
- The process presents you with a new predicament or ugly choice

KIT THEM OUT 地

When you draw on material resources to get something, name your supplier and roll with Earth. On a hit, you get one rare or valuable thing, enough of a common object to outfit a section, a major improvement or repair for a base, or a month's provisions for a section or base. On a 7-9, the GM offers a choice between two of the following:

- you need ___'s help to do it
- you must acquire ___ first to do it
- it'll cost far more than would be fair
- the quality is poor
- the supply won't cover everyone
- something threatens your supply lines

ORDER THE TROOPS 水

When you command your section to achieve an objective, roll with Water to fight alongside them or Fire to give orders and hang back. On a hit, they execute your orders to the best of their ability; PCs may either follow your orders or **DISOBEY**. On a 7-9 the GM also chooses one...

- Water Only: you get separated from part or all of your section
- Water Only: your section is pinned, embattled, or otherwise prevented from disengaging safely
- 4 Water Only: you get dragged into single combat

- Fire Only: your orders are partly misunderstood or confused
- Fire Only: some danger or temptation distracts your troops, reducing their efficacy
- Fire Only: an officer or other important individual is wounded, captured, or slain
- your attack grants your enemy an important opportunity
- your enemy is stalwart in defense, inflicting losses on your section

RECONNOITER 風

When you take time and carefully study a person or situation, roll with Wind. On a 10+ hold three, on a 7-9 hold two. Spend your hold 1 for 1 to ask questions from the list below, or spend 3 hold to ask a single question not on this list. Take +1 Forward to act on an answer, or pass +1 forward to an ally who does.

- What's the most effective path to my goal?
- What traps or dangers are hidden from me?
- What can I offer you to get what I want?
- How can I escape this situation?
- What is your next move?
- What weakness exists that I can exploit?

Whatever you roll, you may always ask the additional question, "Who here shares my Drive?"

IMPLEMENT A STRATAGEM 空

When you get a better position with deception, stealth, or misdirection, roll with Void. On a hit, you do it. On a 7-9, the GM gives you a choice between suspicion, compromise, or unintended side effects.

CREATE ART 地風

When you create a work of art, write the piece's name and description on an index card. Then roll with Earth for physical crafts such as painting, calligraphy, sculpture or gardening; Wind for poetry, music, plays, and the like. (7-9 choose one, 10+ choose two)

- Your art highlights someone's true character. Increase or decrease their Drive attachment by one
- Your art instructs. PCs who study it get +1 forward to a common move you specify
- Your art incorporates a secret message. Specify who will understand it
- Your art moves one NPC enough to count as leverage when you **SHOW THEM HOW YOU FEEL**
- You publicly praise someone else with your art either by giving it to them or dedicating it to them. If they're a PC they may accept it and increase their Attachment to you by one, or turn you down and **SHOW YOU HOW THEY FEEL**

SPECIAL MOVES

Start with Shapeshifter and one more

空 Shapeshifter

You have a fox form, a human form, and a half-human half-fox form. Your human form has a tell of your choice, always the same: a fox tail; a thin coating of fur over your whole body; a fox's shadow or reflection; or an uncontrollable hunger for tofu and/or red mung beans. When you change form under pressure, roll with void. On a 10+, you may shift one point from one ring to another when you do (no more than +2, no less than -2). On a 7-9, you must shift one point. On a miss, you're trapped in the form you neither started in nor wanted. Hit or miss, your sex and gender presentation may change to whatever you want each time you shift, although you're still identifiably you.

地 Everybody Eats, Even the Buddha

When you want to know something about someone important (your call), roll with earth. On a 10+, ask the GM three questions; on a 7-9, one. On a miss, ask one anyway, but they hear about your interest in them.

- ➡ How are they doing? What's up with them?
- ➡ What or whom do they love best?
- ➡ Whom do they know, like, and/or trust?
- ➡ When next should I expect to see them?
- ➡ How could I get to them, physically or emotionally?

火 Monsterheart

When you turn someone on, (keeping the content warning in mind) tell us how you do it—with charm, sex appeal, mental or physical prowess, etc.—and roll with fire. On a 10+, hold 1 over them, and they choose a reaction from below.

- ➡ give myself to you
- ➡ promise something they think you want
- ➡ get embarrassed, act awkward

On a 7-9, they either let you hold 1 over them, or choose a reaction. On a miss, you make a fool of yourself. They hold 1 over you instead. Spend your hold to choose one:

- ➡ Tempt them to do what you want—PCs who do mark XP
- ➡ Add 1 to your roll against them
- ➡ Increase their bond with you by one
- ➡ Add 1 to harm you deal them

Asexual characters may decline to be affected by this move. If they do, don't push.

Thousand Arrows

NAME

ROLE

ALLEGIANCE

LOOK

RINGS

MATERIÉL

地 EARTH

水 WATER

火 FIRE

風 WIND

空 VOID

SECTION

ADVANCEMENTS

EXPERIENCE ○○○○○

SPECIAL MOVES



ATTACHMENTS

SELF	○○○○	DRIVE	○○○○
BOND	○○○○	BOND	○○○○
BOND	○○○○	BOND	○○○○
BOND	○○○○	BOND	○○○○

ADVANCEMENTS

Every time you collect five XP, reset to zero and take an advancement. You can't choose any of these options twice.

- ✿ *add one to Earth (max +2)*
- ✿ *add one to Water (max +2)*
- ✿ *add one to Fire (max +2)*
- ✿ *add one to Wind (max +2)*
- ✿ *add one to Void (max +2)*
- ✿ *specialize in a weapon or piece of gear, chosen from the gear list (page 72)*
- ✿ *get a new move from your Allegiance or Role*
- ✿ *get a new move from your Allegiance or Role*
- ✿ *get a new move from any Allegiance or Role*
- ✿ *get a new move from any Allegiance or Role*
- ✿ *give a section you command special training: stealth, seamanship, etiquette, or some other useful skill they didn't have before*
- ✿ *freeze one of your Attachments, other than Self; if a rule would tell you to increase or decrease it, increase or decrease a different Attachment instead*
- ✿ *raise an additional section to command from one of your playbooks, if one is available*

Your fifth and subsequent advancements may come from the following list. You can't choose any of these options twice.

- ✿ *add one to any Ring (max +3)*
- ✿ *add one to any Ring (max +3)*
- ✿ *retire your character to safety*
- ✿ *change your Role or Allegiance*

RING REFERENCE

Some moves rely on a particular ring.

地 Chi Earth the material world, wealth, crafts, objects

Moves: ENDURE, KIT THEM OUT, CREATE ART, WITHDRAW FROM THE WORLD

水 Sui Water physical fitness, martial arts, athletics

Moves: ENDURE, ORDER THE TROOPS, SINGLE COMBAT, WITHDRAW FROM THE WORLD

火 Ka Fire social skills, emotion, leadership

Moves: ENDURE, ORDER THE TROOPS, SHOW THEM HOW YOU FEEL, WITHDRAW FROM THE WORLD

風 Fū Wind intellect, senses, insight

Moves: ENDURE, RECONNOITER, CREATE ART (ephemera such as poetry, music, plays, and other such compositions), WITHDRAW FROM THE WORLD

空 Kū Void darkness, philosophy, spirit, magic, religion

Moves: ENDURE, IMPLEMENT A STRATAGEM, COMMUNE WITH GODS OR SPIRITS, WITHDRAW FROM THE WORLD

SINGLE COMBAT 水

When you do single combat with someone, roll with Water. (7-9 choose two, 10+ choose three). Your foe makes their own choices and then you both reveal simultaneously. PC weapon specialists and NPCs may add their weapon's moves to their list. You can't keep your guard up against a weapon move unless you yourself also have access to that move.

- ✿ **Keep your guard up:** *Designate one option below; if your foe chooses it, ignore its effects*
- ✿ **Show off your skill:** *Dismay, impress, or frighten your foe or onlookers*
- ✿ **Break their structure:** *They lose their balance, mobility, vision, weapon, or similar*
- ✿ **Press the attack:** *Wound your enemy; PCs increase their Self Attachment by one*
- ✿ **Disengage:** *Retreat to safety (otherwise, they can opt to keep you engaged)*

SHOW THEM HOW YOU FEEL 火

When you display raw, unbridled emotion with an impassioned speech, portentous action, or artistic flourish, roll with Fire. On a hit, choose one.

- ✿ *Your display moves or convinces someone watching. They'll do something you want, though they may need an additional bribe, threat, or other motive.*
- ✿ *Onlookers stop what they're doing and listen until your speech or action finishes, or you start a fight yourself.*

On a 7-9 GM also chooses one.

- ✿ *You drop your guard. Someone watching gets to ask a question of you; answer truthfully*
- ✿ *Your display upsets, insults, or disgusts someone—maybe the same one you moved or convinced*
- ✿ *While you're busy crying/shouting/singing/whatever, an important detail escapes your notice*

COMMUNE WITH GODS OR SPIRITS 空

When you invoke or evoke the spirits, name whom you wish to contact, how you contact them, and what you want to learn. Then roll with Void. On a 10+ choose two. On a 7-9 choose one.

- ✿ *The spirits guide your next move and it'll be obvious when they do it. Take +1 Forward to act as they command*
- ✿ *You secure a small blessing for your surroundings: protection from evil, lush crops, etc.*
- ✿ *You gain insight into the situation. The GM reveals an important secret*
- ✿ *You do not attract malevolent spirits' attention*

DISOBEY ORDERS 取

When you countermand orders from a PC superior officer, roll with your Bond with them. On a 10+ choose two, on a 7-9 choose one.

- ✿ *You get the troops to follow your lead, not theirs*
- ✿ *You conceal your insubordination*
- ✿ *Your Attachment to your superior officer doesn't increase by one*

RESIST/INDULGE YOUR ATTACHMENT 取

When you fight the temptation to defend your attachment or struggle to act on its behalf, work out with the GM what it is you're afraid you'll do—or want to do. Then roll with that attachment. On a miss, you hold steady and mark experience as normal; act as you please. On a hit, immediately give into temptation. On a 7-9, increase that attachment by one.

- ✿ **Drive:** *Secure the aid, admiration, or sympathy of a NPC who shares your Drive*
- ✿ **Bond:** *Grant the object of your Attachment a re-roll on a move they just attempted (or force one)*
- ✿ **Self:** *Draw power from pain to perform one physical action normally beyond you. If you apply this benefit to an act of violence, pick an extra option on a hit; but if it targets a PC, they get to mark experience as the target of an Attachment move*

BETRAY YOUR ATTACHMENT 取

Up to once per game session, when you dramatically betray an Attachment—acting in contravention of your values (Drive), backstabbing a lover (Bond), or pushing yourself to self-destructive action (Self)—you seize control of the game's conversation for a moment. Narrate freely how your sudden, dramatic, course change propels you to unexpected success and victory. Afterwards, change your attachment to something else.

WITHDRAW FROM THE WORLD

地 水 火 風 空

When you absent yourself from the stress of the world for a period of rest, study or recovery, name your mode of contemplation and roll with its matching ring. On a hit, reduce by one an Attachment appropriate to your means of withdrawal. On a 10+ also choose one:

- ✿ *You feel free: reduce a different Attachment by one*
- ✿ *You made something beautiful as part of the process: as a 7-9 on create art*
- ✿ *You gained insight: tell us what you learned and take +1 forward to act on it*